

Caverns of Time[™] Frequently Asked Questions

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This set is legal for sanctioned Constructed play from April 9th, 2013.

1. New Concepts

- Some cards say to smash [an amount of damage] to an ally. This means to deal that much damage to that ally, and if more than fatal damage would be dealt this way, exactly fatal damage is dealt to that ally, and the rest to that ally's controller's hero instead.
 - This is not applied until after all other replacement/prevention modifiers for that packet have been applied. If that damage is reduced or prevented to at or below fatal for that ally, then no damage will be dealt to the hero this way.
 - Damage dealt to a hero this way can be further modified or prevented, but only if that modifier did not affect the original packet.
 - This damage is Smash damage, but it is not combat damage.
- **Absorb, Conspicuous, Smash, and Stealth** have been updated.
 - While a character is associated with a weapon with one of the above keywords, it has that keyword.

2. Returning keyword powers

- **Bloodrush** is a tag word that cards can have. It can denote double-check triggered powers that trigger while an opposing hero has more damage than your hero. It can also denote continuous powers that are only active while an opposing hero has more damage than your hero.
 - A triggered **Bloodrush** power will only trigger if an opposing hero has more damage than your hero at the time it would trigger. If, on resolution, an opposing hero does not have more damage than your hero, it will do nothing.
 - In a multiplayer game, triggered **Bloodrush** powers will trigger and continuous **Bloodrush** powers are active as long as any one opponent's hero has more damage than yours, regardless of what opponent would be affected by those powers.
- **Haste X** is a keyword power that cards can have. It means:

You pay X less to play this card if an ally you control dealt damage to an opposing hero this turn.

 - Multiple instances of **Haste** are cumulative. If an ally has **Haste 1** and **Haste 2**, it costs 3 less to play if an ally you control dealt combat damage to an opposing hero this turn.

- **Haste** does not change the cost of a card.
- **Spellshield** is a keyword power that cards can have. It means:
This card can't be targeted by opponents.
- **Tribe** is a tag word that cards can have. It denotes powers that trigger when a Tauren ally enters play under your control.
 - If a continuous modifier causes an ally entering play under your control to become a Tauren, or adds Tauren to its types, it does so in time for any **Tribe** powers already in play to trigger.
- **Unity** is a tag word that cards can have. It can denote double-check triggered powers that trigger while you control three or more Human allies. It can also denote continuous powers that are only active while you control three or more Human allies.
 - A triggered **Unity** power will only trigger if you control three or more Human allies at the time it would trigger. If, on resolution, you no longer control at least three Human allies, it will do nothing.

3. Returning concepts

- **Basic** is a label that appears on some powers, and on the type line of non-Instant abilities. It means “Play this card/Use this power only during your non-combat Action Phase while the chain is empty.”

4. Specific Cards

Arcane Enlightenment, 2, Mage, Basic Ability—Arcane

Ongoing: When you play an ability, add a knowledge counter to this ability. <p> While there are fifteen or more knowledge counters on this ability, you can play abilities from your graveyard.

You pay costs as normal for cards you play from your graveyard.

Bad Seed, 1, Druid, Basic Ability—Balance Attachment

*Attach to target ally and exhaust it. <p> Ongoing: **The first time attached ally would ready during each of its controller's ready steps, it doesn't instead.** <p> At the start of attached ally's controller's turn, he may pay (1) for each Ongoing ability you control. If he does, he readies attached ally.*

This card has received errata. The bold text above updates the printed text.

Brazen Theft, 2, Rogue, Basic Ability—Subtlety

Play only if your hero dealt combat damage to an opposing hero this turn. <p> Look at target player's hand and choose a card. That player discards that card.

You can target any player with this ability, not just the controller of a hero that your hero dealt combat damage to

Cataclysm's Edge, 6, DkPaWa, Equipment—2H Weapon—Sword, Melee (1), 6 [Melee], 2 Strike
When this weapon enters play, each player chooses one ability, ally, weapon, armor and item he controls, then destroys the rest.

If you control a card with more than one type, you can choose that card to represent either type, or more than one if you want to. For example, a totem (ability ally) can be chosen as an ability, an ally, or both.

The choices are made when the triggered power resolves. First the turn player chooses which cards he will keep, then the next player clockwise, and so on. After all players have made their choices, all non-chosen cards are destroyed simultaneously.

Only abilities, allies, weapons, armor, and items are destroyed by this power. Other card types are unaffected.

Dark Dissolution, 5, Death Knight, Instant Ability—Unholy
Remove up to one ability, one ally, and one equipment in target opponent's graveyard from the game.
<p> Your hero deals shadow damage to up to one target ally equal to the cost of an ally removed this way, heals damage from itself equal to the cost of an ability removed this way, and deals shadow damage to up to one target hero equal to the cost of an equipment removed this way.

The hero and/or ally you target are chosen when this ability is played. The ability, ally, and/or equipment to be removed from the graveyard are chosen on resolution. You can choose to play this ability with no hero or ally as a target. You can choose to remove an ally and/or equipment from the graveyard regardless of whether you chose to target a hero or ally.

If you do not choose to remove a card of a given kind, no packet of damage or healing is created by that part of the modifier.

Darkflame, 2, Warlock, Basic Ability—Destruction
Your hero deals unpreventable shadowfire damage to target hero or ally equal to the combined ATK of a [Fire] card and a [Shadow] card you control. (This counts as both shadow and fire damage.)

If you control a card that is both [Fire] and [Shadow], you may choose it for both types.

Demonic Pact, X, Warlock, Basic Ability—Demonology
This ability enters play with X pact counters on it. <p> Ongoing: At the start of your turn, put 1 damage on your hero, draw a card, and remove a pact counter from this ability. Then, if none remain, destroy this ability.

If this ability has no pact counters, it still trigger at the start of the turn.

If this ability's triggered power fails to destroy it, it will trigger again at the start of its controller's next turn. Another damage will be put on their hero, they will draw a card, and the ability will attempt to destroy itself again.

Earthen Burst, 2, Shaman, Instant Ability—Elemental

Your hero deals 2 nature damage to target ally. <p>Target ally has +2 ATK this turn.

The same ally can be chosen for both targets.

Eruption Trap, 4, Hunter, Instant Ability—Survival

Trap (You may exhaust your defending hero rather than pay this card's cost.) <p> Remove your defending hero from combat. If you do, your hero deals 4 fire damage to target hero.

This ability can be played at any time. However, if you do not control a defending hero when it resolves, you will not be able to remove it from combat, and therefore will deal no damage with this ability.

Flamesoul Weapon, 3, Shaman, Basic Ability—Enhancement Attachment

Attach to target weapon. <p> Ongoing: Attached weapon has +ATK equal to the highest ATK among allies you control.

This modifier is applied after any modifier that affects an ally's ATK, unless that modifier itself is dependent upon the attached weapon's ATK.

Get Down!, 1, Warrior, Instant Ability—Protection

Target armor you control can prevent damage that would be dealt to allies you control this turn.

When this ability resolves, for the rest of the turn, if one of your allies would be dealt damage, you can exhaust the targeted armor to prevent damage to them equal to that armor's DEF.

Grievous Wounds, 3, Warrior, Basic Ability—Fury

Double the damage on each opposing ally.

The damage is put on the allies, and so will not trigger powers or modifiers that look for damage being dealt.

Damage cannot be put on an ally in excess of its [Health].

High Arcanist Eldrissa, 2, Alliance, Ally—Night Elf Mage, 3[Arcance] / 1 Health

Elusive <p> When this ally enters play, remove the top three cards of target opponent's deck from the game face down. You and only you may look at cards removed this way at any time. <p> (2), Put a card removed this way into its owner's graveyard >>> Interrupt target card if it has the same name as that card.

The removed cards can only be looked at by the controller of the modifier that removed them. When a removed card is put into its owner's graveyard, it becomes public information again.

Icy Impediment, 2, Mage, Basic Ability—Frost

Ongoing: Each opposing equipment can't exhaust unless its controller pays (1).

This does not use the chain. There is no opportunity for any player to respond between paying (1) and exhausting the equipment.

Jaina's Staff, 5, DrMaPrShLo, Equipment—2H Weapon—Staff, Melee (1), 1 [Arcane], 5 Strike

When this weapon enters play, remove the top four cards of your deck from the game. <p> [Activate] >>> Choose an ability removed this way. You may play that ability this turn. (Pay costs as normal.)

When you do, copy each other non-Ongoing ability removed this way. You may play those copies without paying their costs.

This card has received errata. The bold text above updates the printed text.

The first card played follows the normal rules for playing a card. When you do, the copies are created. You can choose to play those copies immediately without paying their cost, or to not play them at all.

Kaz'rogal's Hardened Heart, 3, PaShWa, Equipment—Armor—Shield, Off-Hand (1), 3 DEF

Opposing allies enter play exhausted.

The allies enter play exhausted. They do not enter play ready and then exhaust.

Rioriel Whitefeather, 4, Alliance, Ally—Night Elf Priest, 2 [Holy] / 2 Health

Haste 2 <p> When this ally enters play, he heals 2 damage from target hero or ally. <p> When this ally deals damage to a hero, you may return him to his owner's hand.

If this ally is dealt fatal damage as part of combat, he will not return to his owner's hand.